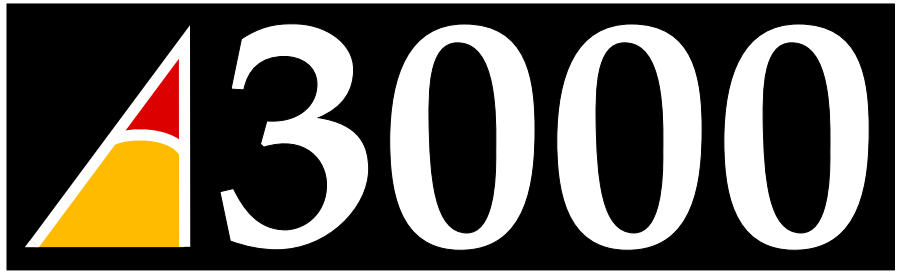


club



The independent user group for all Acorn RISC machine users

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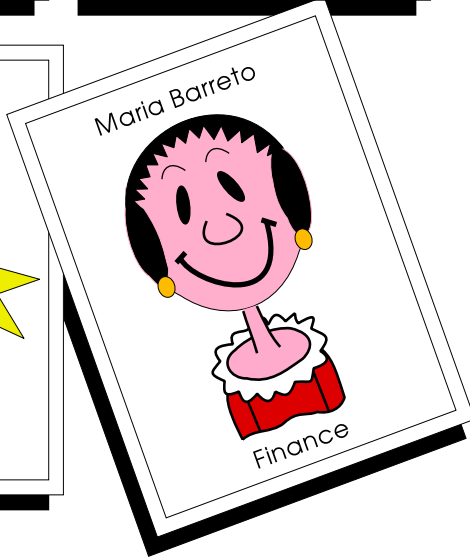
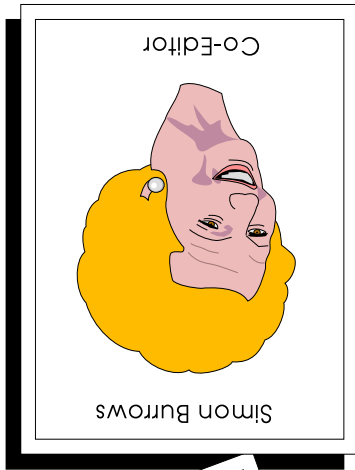
WHO'S WHO IN CLUB A3000

Thanks to the very latest in full colour scanning technology, we are able to reproduce here (at photographic resolutions) accurate renditions of the organisers of Club A3000, in addition to the usual boring list of names and job titles.

We would like to thank Bootleg Enterprises Ltd. for generously lending us the scanner for a couple of days, and also to say sorry about spilling my coffee all over it. I'm sure Dave at the Data Store will be able to have it ship-shape in no time.

We'd also like to thank all the people who have helped in the creation of this edition of the Club A3000 magazine. In particular I would like to give a round of applause, a standing ovation, and generally a hearty pat on the back to the charitable soul who devoted his entire half-term holiday to writing articles and designing this magazine. Therefore, my deepest thanks go out to me. Well done Andrew!

We thank BBC Acorn User for managing to squeeze in a space for us at their show (even if it was in the middle of nowhere). We're really grateful and are pleased to announce that on the whole it was a great success, with our membership nearly doubling as a result of the show.



The overall co-ordinator of Club A3000 is Rene Barreto, and all correspondence (except magazine contributions) should be sent to him at the Club Address, which is...

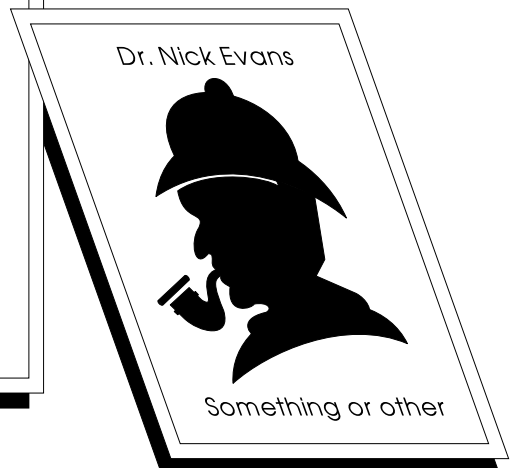
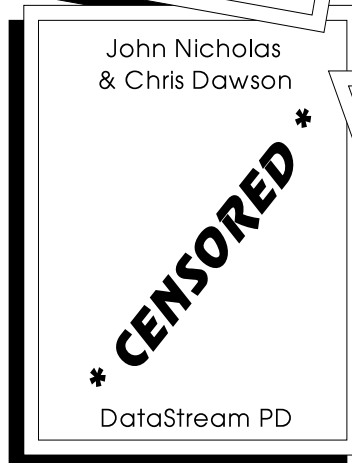
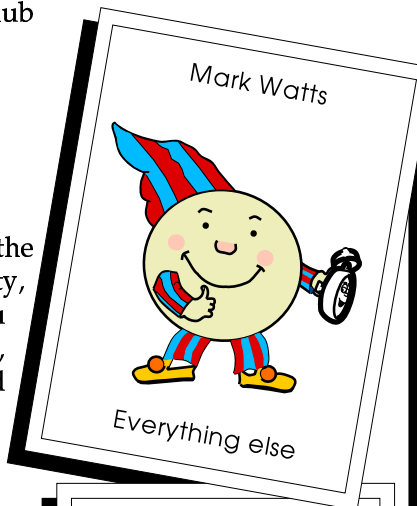
48 Michleham Down
London
N12 7JN

If you have any comments or criticisms of the magazine, or about my attempts to be witty, then jolly well keep them to yourself! If you want to send in some articles for the magazine, or just some hints/high scores etc. then send them to me, Andrew Thacker, at...

24 Fernhurst Road
Addiscombe
Croydon
Surrey
CR0 7DG

All material in this magazine is © Club A3000 1991, and you are not allowed to reproduce it without our written permission. The form on the back can be photocopied many times and given to all your friends, so they can join. If

you don't want us to give your details to others, say so!



Andrew's Bit

Here we are again, Club A3000 magazine number 3 is official and 'in effect' (for all the trendies out there), and if all goes to plan you should be reading this either at the end of October (highly unlikely at this rate) or early November.

Well, we survived the BBC Acorn User – only just, mind you. The East Croydon to Wembley route is a complete pig by public transport. Still, it was all worth it, seeing your happy, smiling faces etc. It certainly did the Club membership numbers a lot of good, and we are pleased to announce that we now have over 170 members. (Oh, big membership indeed!) This is still a relatively small and un-economic number, so please nag all your friends to join. If they own an Arc, even better! Once we get over about 500 members it becomes economical to get printing plates made up for the magazine, instead of us churning it out on our (well, my dad's) laser printer and photocopier. Obviously, with your donations coming in we can clear our debts and begin to improve the services we offer our members still further. Your ideas on this subject would be gratefully received.

We had a lot of people at the show asking if there was a member in their area. It was not always possible to answer their question for a number of reasons. The main reason was that bods like Simon and the DataStream lads were hogging the computers in a mad scramble to get copies of the latest BIA and Arc Angels demos. (Er, correct me if I'm wrong Andrew, but that's a complete load of old cobblers! - Simon) (Take it easy Simon, you'll get your say in a minute - Andrew). If we could actually grab a computer for long enough, we found that our membership database (crusty PD job) kept crashing or eating the data. Sorry, once again. Mark Watts, our database man, has just bought System Delta Plus, so he's now put the database onto that.

You may remember the compo advertised in our last mag. Well, Mark Watts has been nominated the winner. One reason for this is that nobody else submitted anything at the time of me writing this editorial, so the choice of winner was rather limited. We would be offering a more substantial competition this issue, but I suddenly realised that the prizes would consist of some of the games that 4-D have sent me, and I couldn't possibly bear parting with them so that idea went straight out of the window! (Stingy eh?)

We intend to set up some workshops for beginners in certain fields of computing, for example programming, or on a specific commercial software package.

the editorial

bits 'n' bobs

We would like to hear if you would either be interested in attending one of these courses (you'd have to pay, of course) or if you think you are expert enough to lead a workshop, and if so, in what geographical area you wish to hold the workshop.

You will see we have changed our slogan.

This is because we got

fed up with people asking whether we only allowed people with A3000s to join. Our fault really for choosing this name for the Club, but it is too well established to change it now. We would like to point out it is a Club for ALL Acorn RISC machine users, from the A305 to the A540, the A3000 to the A5000; this also includes Acorn's UNIX machines.

Finally, the next mag should be out February(ish) next year, so send in some articles.

Simon's Bit

Welcome to the latest Club A3000 magazine, particularly to the many new members who signed up at the BBC Acorn User Show. The Acorn computer market continues to grow rapidly with vast amounts of new hardware and software, as well as the long expected release of the new A5000. As the Club expands, it means more work for us but then again means that more people can benefit from Club membership. If you have any problems with your machine or queries about the Club please do not hesitate to get in touch by letter or phone. In particular please ask if you would like some addresses of other Archimedes owners in your region. Also we hope to meet you all at our next Open Day (advertised elsewhere in this issue).

Christmas is not far off now (!), and it is sure to be an exciting time for all Archimedes users with many new releases and the release of the A5000/1FD by Acorn. If you are currently preparing a letter for Father Christmas then my advice (if Santa can't afford an A5000) would be to ask for a hard disc; the prices continue to fall and, believe me, you will never ever want to be without one again once you have used one for the first time. Happy shopping and ENJOY your Archimedes.

Bob's Bit . . .



Not everyone is aware of the benefits of

ARCHIVING

VIRUS UPDATE

Most members will have heard of programs like !Spark, and seen files called archives distributed on discs (e.g. magazine discs), but what are the advantages of creating archives, and why are they so awkward to use?

An archive is a group of programs, applications or other data merged together into one big file which is then compressed to take up as little disc space as possible. The main advantage of this is that far more software can be fitted onto a disc if archives are used, which is why many magazine discs now use it. Modem users find them especially useful, since not only are the files to be transmitted smaller (costing less in phone bills), but also you are certain to get all of the necessary files since they are all grouped together.

In the past, the only way to create archives was to buy a program called !Spark from Mr David Pilling. This enabled you to incorporate your own files into an archive. To read the files from an archive, it was necessary to use !Spark (or the PD !Sparkplug read-only version of !Spark) to remove the files from the archive before they could be run.

Whilst producing archives and using them is very useful (some files can be compressed to less than 10% of their original size) using !Spark is a time consuming and non-user-friendly process. Luckily Mr Mark Smith has come to our rescue with a superb program called !ArcFS. If you subscribe to magazine discs you may have come across this little PD utility, which enables files to be accessed directly from within an archive, rather than having to be copied onto a separate disc first. Our prayers (well, my prayers at least!) have now been answered and a new version called !ArcFSr/w has now been developed which allows programs to be read from and written to archives instantly, which means that an archive is practically just like a directory, where files can be saved and accessed at will. This new !ArcFSr/w is NOT public domain, so you will have to pay to get it (as is the case with !Spark), but I would say that it is worth its weight in ARM3's!

If you find yourself with insufficient disc space, whether floppy or hard, then !ArcFSr/w is certainly worth getting. For the price, no Archimedes software (public domain or otherwise) beats it for value, and I am sure that it would compare favourably with Computer Concepts' new compression utility.



Simon Burrows

Are they really a problem?

Everyone will have read about the existence of a number of Archimedes viruses, and many will take lots of precautions, but are they really necessary?

I have read a lot of advice concerning viruses which I believe frightens people, and causes pointless anxiety amongst ordinary users. Amongst the advice which worries me are the following recommendations:

- Always load half a dozen virus killers and RISC User's !WatchDog before using a disc.
- Every week switch your machine on with the delete key held down, as this resets the battery backed CMOS RAM where viruses could hide.
- Never use your discs on another person's Archimedes, and don't use discs in your machine unless supplied by a company (commercial software) or by a well known Public Domain library.
- Write protect all of your discs before use.

Whilst the above recommendations do serve a purpose (except for resetting the CMOS RAM, which must be a complete waste of time), they can take up a lot of your valuable time, and restrict your use of the machine if, for example, you turn down contact with other users. Try to match your precautions to the risk you stand of catching a virus. Currently, the only virus you are likely to catch is the Extend virus, which although annoying, does not cause any harm. Use of a virus killer such as !VKiller once a week will deal with this.

Apart from the Extend virus, it's unlikely that you will catch any other viruses, unless you have contact with the virus authors or people who know them. Virus killing and vaccinating programs have halted their spread, and the current viruses (except perhaps Extend) are under control.

My advice to ordinary users remains to be on the look-out for files, modules and tasks which you do not recognise. Do this, use a good anti-virus program such as !VKiller from time to time and you should be all right.

Simon Burrows

LABOUR OF

“ This is now the second letter that I have had to write to you concerning this ongoing lack of my magazine! ... I realise from the last letter that there have been problems regarding A Level results, etc. and I do sympathise as I have been through it myself, but this just isn't good enough – I was looking forward to making a few contacts through you and perhaps submitting the odd review or three ...

Please sort yourselves out as I won't have time to write any more letters to you (... I shouldn't have to!) ... So far I am disappointed in this Club – I expected it to be THE magazine for REAL Archimedes enthusiasts who want to contact each other written by real Archimedes enthusiasts, not a bunch of journalists who learn the pasteboard first and the Archimedes second (which I suspect in most cases) – however, they DO get the magazine out on time!

This is a snippet from a delightful letter which I received from one of our members (bless him!) 3 months after he wrote to us inquiring about his magazine. Thing was, I reassured him that the magazine would reach him next week (i.e. late July). Well, the summer magazine was indeed ready for printing then. We didn't foresee the massive delay we would encounter in printing it out, so it wasn't actually printed until late September!

In fact, we had received many a phone call from irate members wanting to know if we were still 'there'. I don't blame any of our members for either writing to us or phoning us up and giving us an ear-bashing. However, I think we can justify why the last magazine took so long to come out, and hopefully with your help we can prevent such a situation happening again.

In case any of you did not already know, I am a student doing A Levels. Similarly, the other people who run the Club are not actually 'employed' by Club A3000, and do not draw a salary from it. The entire operation is run in our spare time, which in my case, has to be fitted around school, homework and a Saturday job. This magazine is written, edited, designed and proof-read by various people who try and work to a deadline. If any problems occur, then we have to deal with them at the time, which in the case of printing the last magazine, took rather a long time to deal with.

As a member of Club A3000, we rather hope that you will also be a contributor, not just an on-looker. If you do write articles and contribute with ideas, game help information and anything else you fancy, then we (the editorial board) do not have to do as much work, and the

articles will be more varied, as will the authors' writing styles. YOU should decide what's in the magazine by writing it and sending it to us. Thus with a selection of interesting and varied members' articles, we can put the mag together and get it distributed.

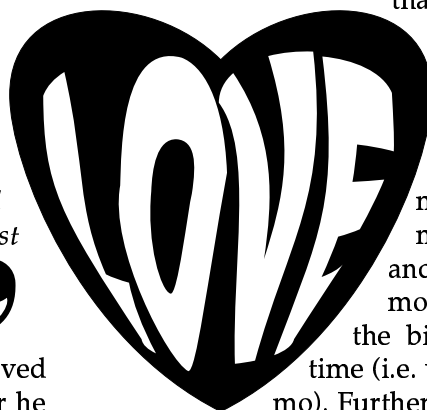
Secondly, you may be wondering where all this money that you have paid has gone. I stated that this was a non profit-making organisation, and indeed it is nothing more than a labour of love. It has taken 18 months of Rene's time and money to get the Club up and running, and so far all your money has gone to paying off the bills he has acquired in that time (i.e. we're running at a loss at the mo). Furthermore, we spend a lot of time

on the phone in organising bits 'n' bobs, such as magazines, discounts, open days and the like, and this all costs money, as does replying to anyone who writes to us (this is why we ask you to enclose an S.A.E. with your correspondence). Then there are all those little bits and pieces that everyone takes for granted, like printer toner, paper and lots of One Day Travelcards to get us to each other's houses/shows/C.C.'s headquarters etc..

People expect a lot from the Club, and maybe you can now appreciate that we can't always do all we want to, for reasons of time and money. Therefore, we need your cooperation. Many of you stated on your application form that you would be willing to be a contact for your area. We will soon be distributing a leaflet detailing members' addresses and interests. Why not write to them, get in contact, and maybe start working up on what you can do to help the Club? We need input and ideas. The only reason why our shows are held in London is because that's where the organisers live. We would encourage you to talk to us about setting up an open day or workshop in your area. At least get in contact with other members. You will soon find that you can help each other sort out any problems on your machines, and can mutually benefit from each others' experience.

Keep sending in all your suggestions for services that you would like to see introduced in the Club, and what you think you could do to help. Remember, this Club is what you make it, and with support from keen members we can continue to build the Club and increase membership.

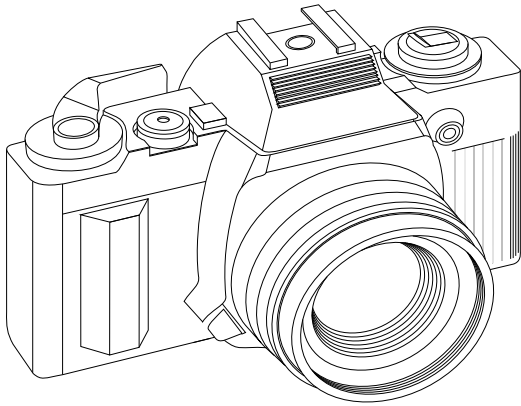
Andrew Thacker



ARCHIMEDES

m o d e l
m a r k w a t t s

Have you often wondered how to show off the superior graphic capabilities of your Archimedes to your friends, but just haven't got the strength to carry your entire system around with you? Do you long to show your relatives just what amazing images these machines can produce, but are fed up with trying to get them arranged so they can all see the screen? If like me you like to flaunt what you've got you will have encountered both of these problems on many occasions. At last, in combining both of my hobbies I think I have come up



with a solution. By taking photographs of the screen almost anyone can get reasonable full colour results, which are pocket size, can be enlarged (if needs be) and can be taken anywhere.

Most 35mm or larger format cameras can be used to take this type of picture, but cameras such as some compacts or instamatics cannot unless they possess a special "TV" mode as some of the later models do. However, if you own or can borrow an SLR type, as this is ideal, then follow the advice given below.

Firstly mount the camera on a tripod or put it on a hard flat surface in front of your screen, a small table, chair or pile of heavy books should suffice. Position the camera and focus the lens so that the image produced by the screen almost fills the viewfinder. If you are using an

SLR camera you will have to use whatever lens you have, but I find my standard 50mm lens is ideal.

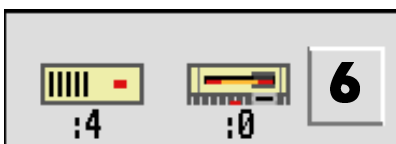
Next set the camera's shutter speed to either 1/15th, 1/8th or 1/4 of a second, all of these should produce acceptable results but experiment to see what you prefer.

The reasons for using these shutter speeds is that most European countries have a TV scan rate of 50 hertz (50 cycles per second) and most systems take two scans to build up a complete image, so the obvious shutter speed to use is 1/25th of a second. Most cameras only offer 1/15th or 1/30th of a second. At 1/30th you might not get a complete image, any slower than 1/4 and you risk overexposing the film. If your camera has a shutter speed priority mode use this and let the camera's light metering system set the aperture. If not use the manual mode and set the camera's aperture to as large as possible i.e. somewhere between f/5.6 and f/1.7. As mentioned earlier if your camera has a "TV" exposure mode then use this and ignore this paragraph.

Darken the room and again focus the camera lens on the screen making sure there are no reflections on it as these will show up on the end result. The image on screen should not be moving as this will produce blurred results. For test results use a cable release or the camera's built-in self timer when you expose the picture.

For you more adventurous types try using special effects filters like to Cokin Filter SystemTM for totally amazing results. Any of you who own a video recorder (who doesn't?) can also use this technique to take pictures of your TV screen, but the picture should be paused (this may create noise bars on some of the older types of machine).

Remember, a copyright exists on the majority of television images and possibly some of those produced by Archimedes software. Furthermore, this article has been written with a standard Acorn monitor in mind, and results may be different for multi-scan monitors.



BORDER CREATION MADE EASY

New from the writers of FontFX comes its younger brother, ShapeFX. This very simple to understand and use Border design program was launched by The Data Store of Bromley at the recent BAU show. The package reproduces a shape repetitively around a Border frame of the user's choice. The frame can either be rectangular or elliptical.

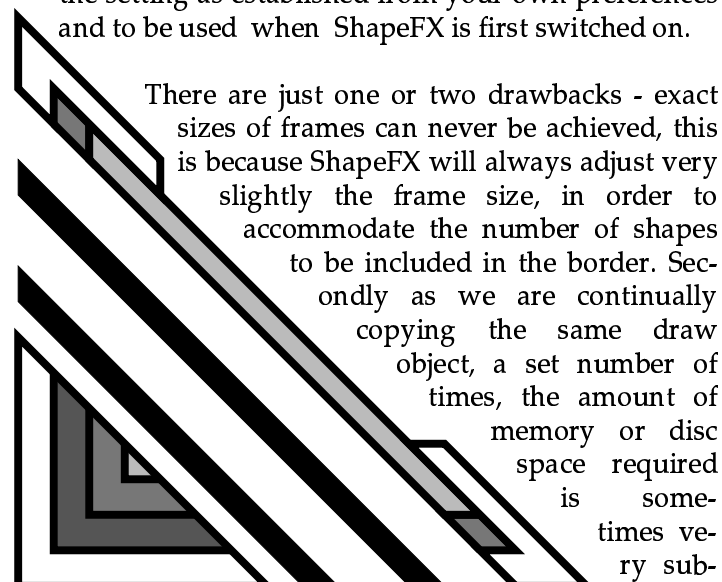
Sizes can be adjusted by the user, as can the number of individual shapes copied, as to make up the border. The size of the gaps between the drawn shapes can be altered as a percentage of the overall shape width. The appearance of the shapes around the border can be either always upright or rotated along the border sides.

With the creation of rectangular borders the user can also choose which of the four sides should be included and additionally whether the corners should include a shape or left blank. Borders can be created using any drawfile, simply drag the file into the ShapeFX top window, change the effects as required and create your border. If the drawfile contains a sprite or text, then these items will be ignored.

When the draw shape has been selected click on Create in the main menu and there follows the usual hour glass - creating the new draw border file can take some time.

The library file as supplied with ShapeFX, contains several examples of drawfiles for you to use in creating your own custom designed borders - but the beauty of this product is that it enables any drawfile to be used. Additional libraries of draw files for use in ShapeFX, can be produced from 'DrawPlus' the PD package written by Jonathan Marten.

Three 'save' options are available - Save border - to save the finished design, Save settings - to save a script file of current settings and Save defaults - allows you to save the setting as established from your own preferences and to be used when ShapeFX is first switched on.



There are just one or two drawbacks - exact sizes of frames can never be achieved, this is because ShapeFX will always adjust very slightly the frame size, in order to accommodate the number of shapes to be included in the border. Secondly as we are continually copying the same draw object, a set number of times, the amount of memory or disc space required is sometimes very sub-

stantial.

It is of course equal to the drawn object times the number of copies reproduced. Notwithstanding these minor limitations, which are not really major problems, as long as you remain aware of them - the hassle of border design is now a thing of the past.

For those of you who have been using FontFX for sometime now, will be aware that software of this nature is continually being changed and improved. I am sure that this will be the case with ShapeFX. The Data Store have always in the past been happy to provide free upgrades, providing that the original disc is returned and the system of exchange is not abused by asking for upgrade after every single minor change to the software.

ShapeFX is available from The DataStore, 6 Chatterton Road, Bromley, Kent, BR9 9QN.

Geoff Spreckley

THE WAKEFIELD USER GROUP

Mark Watts

The Wakefield User Group have recently written to the Club asking us to tell you about them (well, a plug's cheaper than an advert and twice as effective! - Ed). Originally called the Wakefield BBC Micro User Group, the club has a membership of about 70 people who range from children to experienced users. They have monthly meetings and from time to time which consist of a talk or demonstration from a member, followed by a hearty natter. Occasionally a well known company gives a presentation, for example Clares Micro Supplies attended their meeting on 6th November this year. Days out have also been arranged in the past.

After 8½ years they have become well established in the North Yorkshire area and, as with all clubs, are on the constant lookout for new members. Their catchment area is roughly from Sheffield in the South to Harrogate in the North; from Bradford in the West to Pontefract in the East, but the majority of their members live in the Wakefield area. For more info (or to reserve a prospectus - Ed.) contact Rick Sterry at:

1 Wavell Garth
Sandal Magna
Wakefield
WF2 6JP



FOR THE M A G A Z I N E S

▲ There have been a lot of people asking about reviewing software. We have had a long think about this, and after many long and mentally strenuous hours of contemplation (and quite a few beers from Rene's fridge) we have come to the following conclusions:

We have always tried to stress that this magazine is not supposed to replace the magazines you already buy for your Arc. They contain a wealth of good and informative reviews that will always keep you up to date with what's new for your machine. Any review of a new piece of hardware or software will be covered in all the magazines, so putting one in these pages is simply wasting space (hence no A5000 review in this issue).

This doesn't mean that we don't want reviews appearing in these pages. There are a number of programs that do not get reviewed in the big magazines, particularly software from smaller companies (look in the adverts sections in the back of most of the magazines for examples of lots of software that doesn't get reviewed too often). If you have some software that you either like or have found bad value for money, then why not write a review for us. There are lots of excellent packages that have not been reviewed before, or have only been 'mentioned in passing'.

You do not have to restrict reviews to commercial software. You could do a round-up of all the best PC software that runs under emulation. This goes equally for Shareware and even other products like magazines. What do you look for in a computer magazine before you buy it? Is there anything in a certain magazine that stops you buying it (e.g. reviews not clear enough, articles too technical/not technical enough, etc.)? How about a guide to all the best BBSs around, detailing their phone numbers, facilities and downfalls?

We are always on the lookout for handy hints 'n' tips on any package, so maybe direct your review towards getting the best out of a package. I previously mentioned that we will not be devoting much space to the A5000, but what we would like to see is people telling us about RISC OS 3, the new operating system that comes with the machines. What's it like? Does it have any bad points? Will it be worth the rest of us paying the estimated £50-£100 upgrade cost when it comes out next year in an upgrade kit?

Please send all your articles printed out AND on a disk (with an SAE please. I'll stick some PD on your disk and return it). My address is on the inside cover.

▼ **Andrew Thacker**

DATAKING+

The biggest advantage for the educational user is that 60% of schools use the Archimedes, which presents a wide range of excellent educational software. To meet this demand, Shenley Software have produced the Archimedes RISC-Compliant version of the BBC package Databanking.

Now known as DataKing+, the package has been tailored to meet the needs of the National Curriculum Key Stages 2 & 3. My first experience was with 'Mini Office II' for the BBC Micro. The creation of databases was fiendishly complicated, and required specification of field names, field types, as well as predefined lengths of fields. Of course Databanking is also an excellent choice of a Database outside the classroom, and although it is designed as an educational package it can be used just as effectively in the home; the database can hold as many as 31 fields in one file; the number of files available depending on the computer's memory size. (Files of around 250k can be handled on a 1Mb machine)

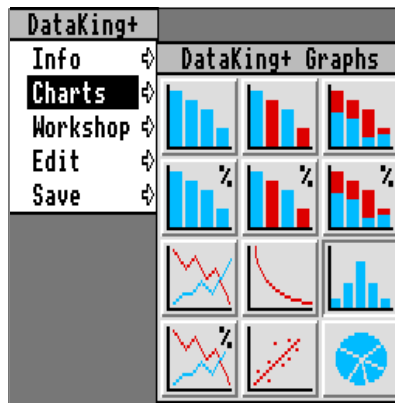
It is clear from the start that great emphasis has been placed on the ease of use of the package, which must be the first consideration of the educational package. The program is loaded in the standard Risc way - by double clicking on the icon in the directory viewer. This will place a replica icon on the icon bar, which when pressed will open the DataKing+ window. The opening window is very simple - with the field 'A' box ready on the screen for the insertion of the field-name, and the keypad in the top right-hand corner, which allow you to move to the next or previous file, back or forth ten files, or to the first and last file in one move - all controlled by the mouse. To enter the fieldname and the content of the field click on the grey 'fieldname' box, which will turn blue when selected. Once the contents have been entered, subsequent blocks can be called up for editing, or insertion, simply by clicking on the mouse, allowing full freedom of movement within the package.

Included on the disc are a number of demonstration files, which show the full potential of this package for number handling, and above all graphical presentation. The many varieties of graphs include comparative, percentage, summative and simple bar charts, along with pie charts, and a number of linear and scatter graphs. The 'FastData' facility is perhaps one of the most useful in the package. Common items which are likely to appear frequently in fields can be stored as a list. The constructed list will appear at the bottom of the primary menu. Clicking on the appropriate word will automatically insert it into the field, which saves a great deal of time and boredom for the operator.

The presentation of DataKing+ is clear and concise,

making it almost completely user friendly. Nevertheless, the visual capabilities of DataKing+ are impressive. As well as the high resolution of the graphs, the operator is given virtual control over the exact fields and records they wish to include in the graph, and the way in which they want them presented. For the novice user, the program can be alternated between the original program, and DataKing+ Junior, the simpler scaled down version. This change can be implemented at any stage during the program's use, with no loss of data.

Searching and sorting are particularly simple with DataKing+ however the package does tend to lead you on the inevitable rat-run through menus and sub-menus, before reaching the wealth of options, including searching for field contents, appearances or non-appearances of words, numbers greater than, less than or equal to the specified number, and so on. The records can be sorted into order alphabetically, or by numerous numerical ways. Once sorted or searched, the results can be printed graphically or in tabulated form, saved and so on. (Graphs and charts can be saved in !Draw formats for easy use within DTPs and text processors.)



DataKing+'s impressive chart drawing facilities.

Unfortunately the manual would baffle all but the most experienced computer users, and although giving clear instructions on basic use, much of the further material is completely incomprehensible. It would be a great shame to see the enormous capabilities of DataKing+ go to waste over 'operator ignorance'. Sadly the manual does to a certain extent close off any independent exploration by children, which rather contradicts the purpose of DataKing+ as an educational tool; for example, the manual says that DataKing+ can "calculate the rank correlation co-efficient, the equation of a least-

squares regression line (line of best fit - which can be overlaid on a scatter diagram)...", which is guaranteed to bring even the more competent users to their knees. DataKing+Plus offers the user a whole new view onto the world of databases that most other packages have failed to give us. Although designed as a curriculum tool, it presents invaluable opportunities for the home user to explore the potential of databases. Unlike many other packages which intimidate the operator with their power, the strength of DataKing+ is well balanced and controlled.

DataKing+	About this program	
Info	Manual:	(6) Parts of it too technical
Shenley	Appearance:	(9) Very professionally presented
Software,	Ease of use:	(7) A viable package for education
5 Coombefield	Overall:	(9) For £59 it's excellent value
Close, New	Compatible?:	Fully compatible with Beeb version
Malden, Surrey		
KT3 5QF		

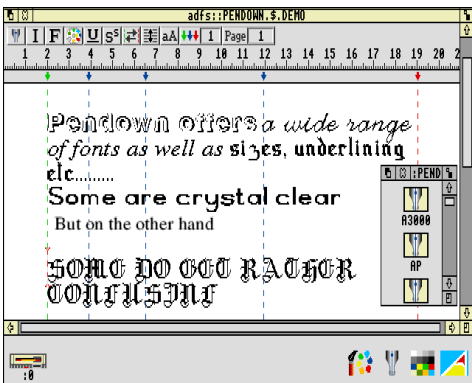
Andrew Porter



ARCHIMEDES PENDOWN

Pendown has come a long way since its birth as a basic, yet seemingly powerful package for the BBC Micro. Since its birth the package has been extremely popular among children of all ages. Now, with the new generation of computers comes the new generation of word, or text-processors. Just under a year ago the much awaited Pendown for the Archimedes arrived on the education field. The basic program is run just like any other application, by double clicking on the fountain-pen icon in the directory viewer, and then clicking on the replica icon on the icon bar. This opens up a fresh page, with a standard ruler at the top and a variety of icons, used when changing fonts, underlining, re-sizing text, etc.

To get typing you need to choose a font. This is done simply by clicking on the font icon at the top and then selecting one from the pop-up menu. The program offers a wide range of interesting a varied fonts, however some of them are illegible or confusing on screen, as well as on paper. The large selection of fonts, colours and sizes give the user ample scope for creative production, and for those who are not prepared to buy a separate DTP package Pendown can, with a little ingenuity, be used for that purpose.



Archimedes Pendown in action

The biggest problem with Pendown is the fact that only part of the page is displayed at once. This of course means that to look back at your work on the same or previous pages you will have to scroll through the text. Even with the simpler fonts this tends to take a long time, as the nature of the text means that the computer cannot cope with scrolling the text smoothly or quickly, as well as dealing with the size and font changes, thus moving back and forth through the text is a frustrating and lengthy operation. Centering, justifying and almost everything you possibly need is available, however I found that when large amounts of centering or alterations were needed within the text, it tended to get rather jumbled and messy, so I often steered clear of its power,

which was rather a pity. (Speaking of power, Pendown has an excellent configuration option



which allows you to remove functions, to stop the program racing ahead of you or confusing you, which is an extremely useful idea, especially where young children or beginners are involved.)

Whilst it took over 150 years to develop a decent computer it seems that it has taken even longer to develop a decent computer manual, but Pendown has the answer. The guide that comes with the package is extremely easy to use and to understand, and is set out clearly, with subheadings, margin indicators and a wealth of examples and illustrations. (Admittedly it is a bit too long winded and patronising occasionally, but that's the price you pay for a decent manual). Sadly the dictionary is lacking in vocabulary and ease of use, which must be improved, particularly if Longman would like to see their creation wander beyond educational establishments.

Once you've created your masterpiece you will need to print it out. Simply load the appropriate printer driver, select the number of copies, press the print key and you're there, although I should mention that a full page will take many minutes to print, and after you've corrected it and printed it out many times the printer ribbon will be left in a sorry state.

The real practical application comes, as I have said, in the field of creative production. Using Pendown I was commissioned to take on the task of producing a school prize-giving programme on their A3000s. Naturally working single-handed on the project with a limited amount of time, it took a while before the finished product was printed, and went off for correction.

With an hour to go the very useful auto-save facility which I used decided that it would save the masterpiece as a completely garbled text file. (Yes, I know what you're going to say, but there again do you always keep backup copies?!) Unfortunately my printed copies were full of crossings out and red lines, however with a bit of patience (and Tipp-Ex) I managed to create a decent enough version which looked alright, but nevertheless wasn't as good as the old version.

CONCLUSION

Pendown is certainly a powerful package, however it needs a fair amount of attention by the producers before it seriously challenges the many giants of the Archimedes world. If you are new to word/text-processing then Pendown is a good way to start, however if you are looking around for serious or business software Pendown is sadly not, in my opinion, a suitable contender, however the package is useful to have as an 'extra' and certainly the results are impressive.

Archimedes Pendown is published by Longman Logotron. Tel: (0223) 323656, at £44.85

Andrew Porter

TURBO Y P E

Turbo Type is a typing tuition program from Cambridge International Software. It is aimed at people of all typing skills and helps to teach regular users the basics of touch typing and to help the more experienced user/typist improve their typing speed and accuracy.

The way in which Turbo Type does this is to get the user to perform varying levels of exercises from beginners and intermediate to advanced, there is also a section for those who want to learn the numeric keypad. You can select from various included exercises or you may edit your own.

Some of the advanced features of this program include a large text option for the visually impaired, a metronome to improve typing rhythm, digitised sound that tells you which key to press next and an on screen keyboard display for all exercises. Personally I found one of the most pleasing things about this program to be its manual. Although it is small it is concise, easy to read, is well laid out and comes straight to the point, putting the emphasis on the practical rather than the theoretical side of typing (you mean there is a theoretical side!) However a few more diagrams and sketches to help to explain things would not have gone amiss. The on screen keyboard is most helpful while learning by showing you where your fingers should be positioned, and during the exercises which key to press next. For the more experienced typist the letters on the tops of the keys can be hidden making things that little bit harder. The length of the exercise can also be chosen before starting. Once you have completed your exercise the screen shows your results in various forms including accuracy and typing speed.

Turbo Type is not quite fully RISC OS compliant but returns to and leaves the desktop fully intact. As with all of the best software on the market today there are 'fors and againsts' and sooner or later somebody will produce something better and cheaper.

I definitely recommend this program to anyone who wants to improve their typing skills or like me who just want to progress to using all their fingers for typing rather than just the usual two. So summing up Turbo Type is nicely laid out and easy to use, and apart from the two or three flaws mentioned above is worth having, not to mention the fact that its under half the price of its nearest rival.

Mark Watts

As the recently elected Membership Secretary for Club A3000, I feel it worthwhile to point out a few things about the information we hold about you, the members.

As a consequence of The Data Protection Act 1984, if a club holds any information, such as the type of computer hardware they use, the club by law has to register with the Data Protection Registrar to enable them to hold that information. Club A3000 has decided to remain exempt from registering, which results in the following consequence:

If you object to your personal information (i.e. that which you gave on your enrolment form) being held on our computer system, please write to me at the address printed below or at the Club Address and say so. I can then erase the information about you that you do not wish to be held on computer, and such information can be processed manually.

All the information we hold about you is held on 'secure' systems, access to which is by Club Editorial and Managerial staff ONLY. This data is for Club use only and will not be passed on to any third party under any circumstances. Obviously to obtain Club discounts from certain computer-related retailers there is some information which we must pass on; namely your name and membership number.

By December we hope to produce a leaflet detailing members' names, addresses and interests (NOT their phone numbers). This will be available to any member who writes to me at the address below, enclosing an A5 S.A.E. One of the primary concerns of the Club is that you get in touch with other members, help each other out, and organise local computer-related events in your area (with the backing and resources of the Club behind you). Once again, if you do not wish to be included on this list then please write to me. If you want to amend the information on your enrolment form, then simply drop me a note and I will do so.

The information we hold about you that will not appear on this leaflet includes your phone number, how much you have donated and what hardware you own.

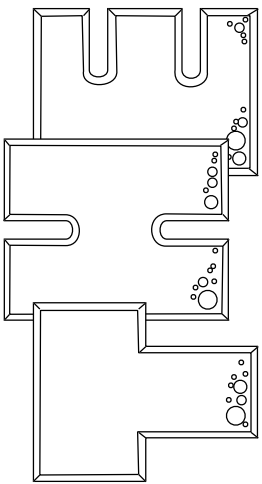
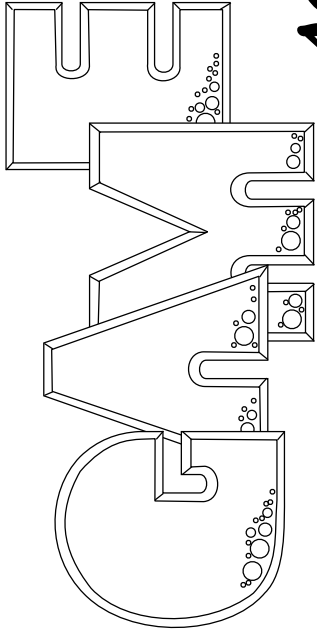
Mark Watts

84C Boston Road
Croydon, Surrey
CR0 3EE

Data Protection



scene



Many of our more observant members will have noticed that the last issue saw a healthy games section, devoted in the main to reviews of games old and new, (well, they were new at the time of writing anyway). Since we had such a massive holdup in getting the damn thing printed, you all knew about the games before the magazine got to you. I noted that other magazines did not give games the coverage that they (the games) deserved, so I would concentrate on larger reviews. I am pleased to announce that it seems the magazines have taken notice of the increase in quality Arc games coming out (especially for Christmas) and the size of their games section has been increased. Furthermore, cheats and hints sections have popped up from the undergrowth and could well be regular features of magazines such as BBC Acorn User and Archimedes World.

With these changes in mind, I have decided to alter the format of these game pages. Primarily, my reviews of the popular games will become 'overviews'; a shorter review detailing the basic plot, strengths and weaknesses of the game - the usual stuff. Considering that this magazine only comes out every 3 months, pages and pages of space would have to be devoted to games to cover all of them if all games got a page each. I will focus more attention to the games that haven't got much press in the biggie mags, or have not received the attention they deserve. So if you have developed a game and are marketing it by a company that no-one's ever heard of, then send it in!

The hints/high scores are what I intend to

focus my efforts on still further, and to do this I need your help. This is once again an excellent opportunity for Club members to show their skills and help each other out. If you have any handy hints/tips (except the "I know how to get round this protection" type hints!!!) then bung 'em in the post. If you need help in any part of a game, then write to me immediately and I'll stick your plea in the mag. As usual, if you want a prompter, personal reply, then please include an SAE. Finally, I've done away with all the 10/10 ratings. Everyone wants different things out of a game, and what may seem a perfect game for me may be a lousy game for you, so I'll let the overview tell you what the game's like and hopefully that'll help you decide whether it's the perfect game for you or not.

Andrew Thacker

IN THE PIPELINE

As you all should know by now, 4D have a few games up their sleeves for Christmas. **Pandora's Box** is just out, and it certainly looks promising, and **BIG**. As far as I can



*The title page to Cataclysm.
And jolly nice it is too.*

make out from one disc of screenshots (and the 2 game disks - 1 of which was completely corrupted and basically had more defects than Adolf Hitler's conscience), it's a 3D arcade adventure set in a varied world of castles, marketplaces and other interesting locations. **Cataclysm** looks to be a smasher. Again, having only seen a disk full of screenshots, I can only say that it involves water (well, the title page has a waterfall on it). The bloke who wrote it (D. Postlethwaite) was the guy who did the muzak for Drop Ship. (So what?)

If there is one area of games that really is missing on the Arc, it's beat 'em ups. With the increased joystick support now becoming available for our machines, this should be strong enough bait to tempt the game writers to indulge in a little hand-to-hand/chainsaw violence on our screens. First in the deep end (as far as I know) will be **Grievous Bodily 'Arm** from 4th Dimension. I have to say that the screenshots I got look a bit, er, simple - even roopy. However, in something like a beat 'em up, good



graphics are not as important as a high level of playability, and I hope there will be support for 2 players. Having only seen screenshots of this 4D game, my thoughts should be taken merely with a light sprinkling of Sodium Chloride. One 4th Dimension game due for release in the next week or two has the strange name of 'The Exotic Adventures of Sylvia Lain'. Our hero is in fact a heroine who can crawl, climb and do all sorts of fascinating things along tunnels, chimneys etc.

News just in on the 4D front: A game called X-Fire will be gracing our monitors any minute now. Upon hearing that this shoot 'em up had 40 levels I danced around the room in a freak spasm of rapturous joy. When I was told that each screen was only screen 'long' I experienced severe anti-climatic depression (a feeling not dissimilar to realising that nobody's turned up to your 21st Birthday party that you have been looking forward to for the entire week!) I was partially comforted when reminded that Zelanites only occupies 1 screen at a time. More bad



Grievous Bodily Harm: what I'll do to the bloke at 4th Dimension who keeps giving all their products corny names like ARctist, ARcticulate and now Grievous Bodily 'ARM'. UUUGG!!!

news; their **Spitfire Fury** game advertised for November release will not be coming out 'till next year - I put it down to an advertising spelling mistake (a bit like 'Catalysm' I suppose!).

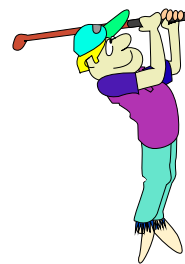
Krysalis will be doing some major Amiga conversions in the run up for Christmas and the new year. The list includes 16 bit hits such as **Gods** by Renegade (being originally coded by the Bitmap Brothers, you can expect a game of the highest quality with graphics that far surpass ANYTHING ever seen on the Arc) and **SWIV** (Special Weapons Interdiction Vehicle - a sequel to the Amiga/ST game Silkworm) which is a first class shoot 'em up. I say first class because the title music needs to be heard to be believed, and the graphics are equally gobsmacking. It has a two player option, with one in a tank and one in a chopper. Also planned is **James Pond**. If it's going to be anything like the MegaDrive version, then in my opinion, they shouldn't bother. Once the initial gimmick of a fish-faced James Bond wears off, it becomes a drag.

Andrew Thacker

HOLED OUT !!

What we have here is yet another re-hash of Holed Out, the popular golf game from those Sheffield based Botterill posse, the 4th Dimension. This classic golf sim first saw the light of day many moons ago. It was so popular that two sets of extra courses were released for those who had mastered the original courses. As both 'extra courses' disks contained the original source code, you needn't have bought the original courses to run these. Following the success of these, a course designer was released making creation of your own courses a simple matter.

For those who have not have not as yet experienced this golfing extravaganza, now is the time to whip open the cheque book and part with some drinking money because now you can buy all 6 courses and the designer together, in the form of the Holed Out compendium. The courses and designer have been put on two disks and the instructions vastly reduced to a mere leaflet, leaving out the pictorial representations of the courses (good job too with 108 courses supplied!). This has been replaced in the actual program with the inclusion of an overhead view of the course available whilst playing (much like the preview mode, but it also shows the circumference of the maximum distance available in air and on the ground). The only other



addition I can see is the ability to QUIT to the desktop from the program - a feature sadly lacking in the original. I'm sure there are other minor enhancements but I only got my hands on the package microseconds before this edition went to print.

OK, before running out of space, I feel a word or two about the designer would be in order. From my very limited testing I can conclude that it's easy to use; the entire thing is menu driven but not multi-tasking. All objects are drawn as a series of joined-up lines (like in !Draw). One serious problem I found was that I could not save my courses to disc, even after inserting a blank disc as requested. There is no doubt a logical explanation for this but I haven't found out yet. I feel the only grave omission in Holed Out is the lack of a 3rd dimension, although the green does have a slope.



Real McCoy 1

They both arrived in a parcel; embedded amongst various 4th Dimension adverts were two packages; the Arc's answer to Play It Again Sam. For £30 each you get a box containing 4 games with all the relevant instructions. In other words, with the arrival of Real McCoy 1 & 2 you effectively buy 1 game and get the other three for free.

In McCoy 1 there is U.I.M, Arcade Soccer, White Magic and Quazer. In my opinion U.I.M. deserved to be a bigger hit than it was. It is an Elite clone set in deep seas, with smooth solid vector graphics. The docking has been made easier, the galactic map is now a three dimensional beast and trading possibilities have been substantially extended. The only thing that spoils the game is the poor choice of controls (which cannot be changed).

Arcade Soccer is good fun - an overhead arcade football game sim with various amusing options, including ball curve factor (even through 360 degrees), thunderstorms and choice of groans when tackled. Certain football situations (like penalties, and red cards) have not been included.

Now for the naff games. I'm sad to say that White Magic is one game that I just could not get into. After games like Ravenskull and the like on the Beeb and Arc, I've played one too many overhead arcade adventures, and the poorly chosen graphics palette and over-whelming number of objects to re-m—ember in this game gave me no motivation to overcome my prejudice. Sorry but this just ain't my cup of herbal.

Just when things were looking bad, along comes Quazar to make things worse. I suppose I shouldn't complain as here it only costs a few quid, but as a shoot 'em up it is pretty dire, has shoddy presentation, and only kept me interested for a few minutes. Still, it does add that extra element of variety in this pack, and at just under £8 a game, you can't go wrong.

Real McCoy 2

A fair few months ago, big (and better) brother to McCoy 1 arrived on the scene, in the guise of Real McCoy 2. Surprisingly it wasn't that broadly publicised in review pages, so here's my thoughts on the pack.

This collection features, once again, a Mega game that in its time costed the price of this entire collection, £30. The game is Apocalypse, which sees you flying about various planets shooting at everyone and everything, and getting shot up quite a lot yourself. The main graphics are 3D vector, so the only tasty visual effects are the sprite explosions, but the smoothness of alien movement definitely makes the game Arc worthy. It's terribly addictive and worth the original asking price.

I won't go on too much about the second game in the collection, Holed Out, as it is dealt with in a separate review. Needless to say McCoy 2 includes 2 courses but no course designer.

Third up is The Olympics. Each of the sports (Diving, Shooting, Javelin, Swimming, Canoeing and Pole Vault) can be played either alone or with a friend or seven (much more fun). I would say the easiest is Shooting, with the most taxing being Canoeing. Each event is well presented with extra touches to enhance the game's atmospheric feel. I especially like the way that emphasis is not on how many times per second you can bash the Z/X keys, but on getting the timing of key-pressing right.

Inertia, a 3D tile-adventure, is original, initially addictive and involves you exploring 2 massive and difficult landscapes collecting tiles and trying not fall off the edge of the landscape (not an easy task). The major letdown is the scrolling routine.

The titles in both collections have been carefully chosen to provide a broad range of game types, from the shoot 'em up to the arcade maze adventure. Both contain an excellent sports game as well as a blockbuster of a game.

Enter the Realm

Hmmmmnn, I thought as I opened the packaging. What can I say about this one? It looks like another Left, Right and Fire arcade adventure. Sadly these can sometimes acquire a lifespan that is shorter than a chocolate stain's in a packet of Persil. Would I get bored after my first go? Luckily I didn't, as all round it's pretty good.

Zip out of a ten for originality - you are some knight dude who's got to go around various locations kicking butt, dodging various obstacles in the way and purging the place of evil. The locations are linked by various doors with ENTER signs on them, and often there are choices as to what location you enter; be it simply whether you decide to go into the church or tavern and have a look round (like in Iron Lord), or whether you decide to go, say, left to the woods or right to the city (luckily it's all signposted). Interaction with other characters is also possible on a limited scale. There's a few upgrades available, including better weaponry and health, and basically that's all there is to it.

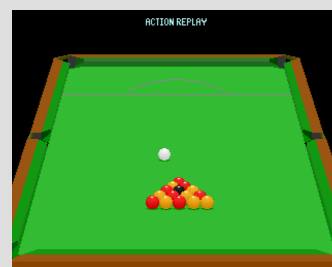
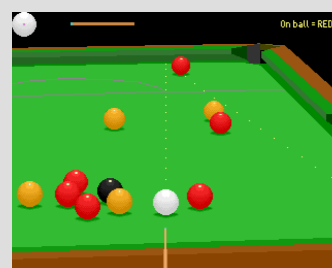
What does make it interesting is the author/artist's excellent graphics (remember Nevryon?) which only use a well chosen 16 colour palette (making the game twice as smooth as the forementioned shoot 'em up); the initially sombre title tune; the clear samples used in the game (brilliant with the headphones on); the inter-stage sequences which keep you informed on the plot and play an important part in the development of the story; but most of all, the stunning realism created by 6 levels of parallax scrolling. If you are a fan of arcade adventures then it's a worthy addition to your collection. Nevertheless if you are not, this one won't convert you.

BREAK 147 & SUPERPOOL

There's something about Snooker sims on the Arc. Are they jinxed or something? Orlando was going to release his allegedly amazing '3D Pool' a long time ago, and as far as I know, it never saw the light of day. 4th Dimension announced last year that they were to release a snooker game. This was postponed for many a good reason, one of which was that the programmer didn't know one end of a snooker cue from the other. The lads at 4D weren't pleased with how the game was turning out; it was merely a game, not a simulation, and there was a lot of potential scope for something really special.

Enter Gordon Key, famous for his 3D graphics (Apocalypse) and simulations (Holed Out) — 2 essential characteristics of a good snooker game — as well as being quite a dab hand with the old cue as well. One year later we can taste the fruits of his labour. So what's the result like? Was it worth the wait? Should Gordon have stayed in the pub? Did 4D pay him his pub expenses? Had he just been watching Pot Black once too often? What's the meaning of life? Why can't the cast of Neighbours act? or have I just taken too many vitamins? Well, to answer the first of those thought-provoking questions, the result is absolutely breathtaking. In reality, all aspects of the game are staggeringly realistic, from walking round the table and eyeing up the next shot, to the trajectories that the balls follow when they move.

No longer is taking a shot an unconvincing experience comprising of aiming at the ball, selecting the power level and hitting a key. Now you must carefully move the mouse forwards and backwards until you strike the cue ball. The speed you move the mouse determines the power of the shot. You can add top, screw and stun to the ball if you so wish, and side spin can be applied for the confident player. At long last the computer simulation has moved away from the simple 'overhead' view, with its restriction on gameplay and total lack of shot accuracy. The release of Break 147 & Superpool is a giant leap from anything ever seen on our screens, to what is arguably the most realistic simulation ever to be found on a home computer.



If you thought the screenshots in the last issue were of poor quality...





Oh dear! Once again you have been rudely awakened from your beauty sleep to hear that you've got to save the planet; the universe; Balham and everywhere else in the vicinity, from attack from yet another clump of hostile mutations - and all before the breakfast that your Mum's cooked for you goes cold! This particular lot - the Zelanites - are an especially nasty breed and have regrouped in their strongest offensive yet (previous attempts have failed, and it is your mission to make sure that this one follows suit).

OK, to cut the bull, what we have here is your basic space invaders game. Yes, I know that space invaders went out right about the time that flares were the rage, but don't immediately dismiss this one out of hand simply because the game's concept is a little...er...dated.

To begin with we can throw out of the window any preconceived ideas about this Micro Power offering being little more than a bunch of blocky, 8 by 8 pixel, 1 colour invaders prancing about at the top of the screen, just waiting to be squidged. This gathering of beasties are armed and dangerous and throw a lot of grief your way. OK, the first level or two looks pretty run-of-the-mill and presents little problems to the seasoned invaders player, such as myself (!?!). Just dodge those annoyingly slow asteroids and steer clear of all enemy fire as bumping into too many of these zaps your shields and off trots one of your 5 lives. However, progression into the game reveals all sorts of hassles including spawns of aliens taking dive bombs at you and massive rockets being peppered on you willy nilly - things really do get chock-a-block!



Fortunately, help is at hand. Every so often a big Zelanite craft wanders on screen and drops the occasional parachute containing one of a number of rather useful power-ups. These range from grape-shot bullets which do serious damage, to a rather nifty shield which strolls on; arms itself for protection; hovers above your ship for a while; de-arms itself; then exits. Very elegant!

With exception to some of the rather splendid digitised backdrops, all objects (including little things like bullets) are expertly animated at 50 frames/second and graphically the whole affair looks like a professionally produced job! Whilst the lack of a title tune is indeed a serious omission, the explosions and firing noises etc. are crisp and realistic enough to be convincing.

Micro Power have certainly taken a gamble with this offering. The 'simple' space invaders



theme is very out-dated, and the computer games player seems to prefer a game with a bit more of a meaty plot. However, for those moments when you just want to kick off your slippers, relax and wipe out an alien species in the good ol' fashioned style, then Zelanites is absolutely 'perfik'.



It may have a simple plot, and £25 is a smidgin on the steep side, but it's pretty obvious that a fair bit of time and effort has gone into making Zelanites what it is.

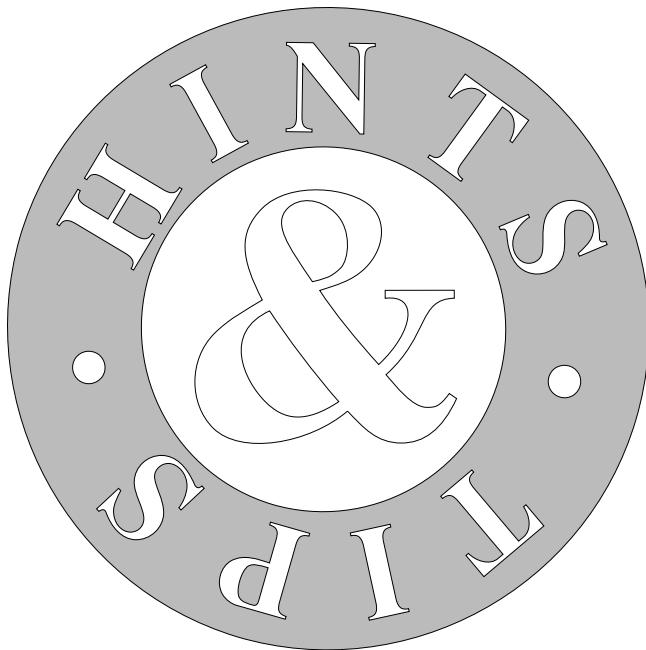
If I could change anything in the game, I would improve on the instructions (i.e. I'd supply some) as it can be helpful to have a chart of all the upgrades on offer, and would someone tell me what those hiccuping aliens do (apart from hiccup?) A bonus level at the end of every stage would have added more variety to a game that has precious little, and would make the price tag more justifiable.

C.I.S. ADVENTURE PACK

You've really got to have lived a sheltered life from Arc adventures if you haven't ever heard of Magnetic Scrolls adventure games. They are (arguably) the best in both quality of text and accompanying graphics. Three of their highly acclaimed titles, Jinxter, Fish and Corruption, have been bundled together by CIS into an adventure pack, costing only £24.95. In a nutshell Jinxter is the easiest (although I haven't really got that far into it!) and also probably the funniest. In fact, zany wit is a theme which also runs in Fish (famous for its mega excellent title page and not so impressive title tune). Corruption is the hardest, set in a world of wheeler dealing and funny fiddles.

They all require a logical mind and patient thinking; two qualities which I sadly lack. Maybe this explains why I phoned up everyone I knew in celebration when I got some points on Corruption. I don't think I've got any points in any of the other games!!! Wait a mo', oh yes I have. My friend came round one night and showed me what to do. (In case you haven't guessed, adventures are not exactly my forté), still I do try.

One factor of the package that I was not satisfied with at all was the accompanying documentation, or blatant lack of it. When I bought Corruption all those moons ago I got all sorts of junk/helpful stuff with the game, including a diary, jam-packed full of clues, and a cassette. Now, three photocopied sheets replace whatever originally came with the three games. This only gives minimal information and goes little way to replacing what was in the original packs. I suppose they've got to economise somewhere to keep costs down to a minimum. To sum up, get these adventures! They are ridiculously good value for money, despite the 'manual'.



2 COLOURS

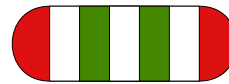
Blue/White - shield 

Light Green/White - reverse controls

Dark Green/White - plasma balls

White/Red (with yellow shell) - laser beam (keep your finger down!)

Blue/Green (on stage 4) - destroy all 'hovering grey aliens (like the one in stage 1 level 5)'



STRIPED

Yellow/Orange - fast guns

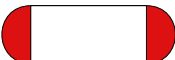
White/Purple - 3 rockets

Zelanites is a tough nut, so to aid you, here's a few tips:

- Be on the look out for a pink parachute on stage 3 level 1, it gives an extra life.
- If you have one alien left and a parachute comes down with something like a rocket or laser beam, kill the alien before collecting the parachute as you can use the power-up to greater effect on a fresh wave of aliens.
- Some power-ups cancel out others, so don't get a rocket power-up if you have, say, the plasma balls power-up.
- Stay away from the enemy's bullets. They tend to damage your ship a bit.
- In the mad scramble to get to a parachute that's on the other side of the screen, be careful to not go blindly colliding into an asteroid at the bottom of the screen.
- If you have a shield, get the alien swarms to collide into it as they swoop down on you.

I previously mentioned that Zelanites is in serious need of a chart detailing the upgrades. Well, here it is, the definite list to the powerups provided in this space invaders classic (the outer shell is assumed to be red):

SINGLE COLOURS

Pink - extra life 

Yellow (with purple shell) - grape shot of bullets

Cyan - kill all enemy swarms of aliens

Yellow - freeze aliens

Blue - replenish energy 

I hope that helps a bit. I can't guarantee that they are all listed there (nor that the odd mistake hasn't cropped in), as they are the only ones I can remember finding in the game. However, I understand that the game only goes up to 4 : 5, and I've got to 4 : 3, so I would imagine that all pills are included above.

On to Quazer now, with a list of passwords courtesy of a bloke called the FOX who has done lots and lots of cheats for Archie games. I'm not the most dedicated fan of Quazar; I don't think there's enough there to keep you interested. Having said that, I always did want to see those other levels that I couldn't (be bothered to) reach.

QUAZAR		PIPEMANIA
LEVEL	PASSWORD	
1	BLUEISLE	SREENIATNUOM
2	SPEAKER	YLSUONITALEG
3	LIGHT	SUORTXEDIBMA
4	MERCEDES	SREWOLFILUAC
5	PHYSICS	DERUOLO CIRAV
6	KOJAK	SUOIGELIRCAS
7	ELECTRON	DAEHNIATNUOF
8	PLANT	SUOITATNETSO
9	BARBOUR	
10	PIZZA	
11	POWER	

As you can see I've also come up with a Pipemania password list. I also salvaged this off of the disc that contained the Fox's password list. For some reason they were all spelt backwards. As I have not got the game, I do not know whether that has some deeper significance, so I've printed them backwards as well.



On to something else: a multi-purpose cheat for Pacmania:

```
10 *LOAD PACMANIA 10000
20 REM Number of lives
30 ?&102C8 = 5
40 REM Number of points per pill
50 ?&113d4 = 1
60 REM Starting credits
50 ?&10234 = 3
60 CALL &10000
```

Simply type it in, changing the numbers as required, then save it away to disk. Insert your Pacmania disk and run it. Voila. By the way, I haven't tested this so I don't know if it works. Sorry once again.

Next up, courtesy of Joseph Rose, a few hints 'n' tips:

- The forementioned Terramex cheat – typing SUBJECT-TOCHANGE (no spaces) gives invulnerability.

- Altering the basic !RunImage program on the Apocalypse disk 1 will give infinite shields. You list the program typing 'LIST IF=0' which will present you with lots of gubbins. You should find some lines together that set things to zero (his words not mine!). If these are changed to 255 your shields become, er, strong. Then SAVE it back to disk. You'll also find lots of other cheats, for example, score%=0. Hmmn, wonder if I could make a cheat out of that?

- In Holed Out, pressing CTRL while the power meter is moving will slow it down, making getting the correct percentage easier.

Joseph asks for the passwords to Levels 2–4 of Thundermonk. Well, they actually change depending on what month of the year it is. Anyway, here's the full list:

MONTH	LEVEL 2	LEVEL 3	LEVEL 4
JANUARY	SHIRT	JUMPER	WELLIES
FEBRUARY	LOVERS	HEARTS	CUPID
MARCH	DANIEL	AND	SIMONS
APRIL	JOKES	SHOWERS	FOOL
MAY	POLE	EXAMS	SUNNY
JUNE	STEVES	BIRTHDAY	MIDSUMMER
JULY	HOLIDAYS	MAJORCA	SUNHAT
AUGUST	RESULTS	FAILED	PASSED
SEPTEMBER	SCORCHER	RESTART	SUNBURN
OCTOBER	SPOOK	SHIVER	HALLOWEEN
NOVEMBER	BONFIRE	WEEEEEE	FIREWORKS
DECEMBER	CHRISTMAS	HOLLY	PRESENTS

Hope they're of some use. Talking of maze games, just thought I'd point out the passwords for Man At Arms:



Incubus
Strange
Pulsars

HIGH

Yup, them high scores keep trickling in. The unnerving thing is, they are mainly from the same people. This leaves me with a worrying thought or two:

Worrying thought Number 1 : Those talented gamers whose high-scores need extra processors to be calculated must have no social life as they spend all evening playing games.

Worrying thought Number 2 : Those talented gamers whose high-scores need extra processors to be calculated are in fact telling porky pies and have in fact made the scores up. In this case I will stick their heads in a cement mixer.

Arc Pinball : 999,999 - Mark Richardson. Apparently the ball got stuck in a 20 point dial, or something like that, so Mark left it for half an hour and had a cup of tea whilst watching his score effortlessly hit the roof.

Zelanites : 132,630 (Stage 4: Level 3) – Andrew Thacker

Apocalypse : 264, 569 (5 Planets encountered) – Phillip Coleman. Phil reliably informs me that this task was achieved at 22:16:42 on 10 Apr 1991. Past your bedtime, surely Phil?

Holed Out : 19 under par (Professional – Cone Links) and 25 under par (Beginner – Cone Links and Pine Isles) – Joseph Rose. STRENGTH that's good!

The Olympics : 1920 pts, set order shooting and 1900 pts reaction shooting – Joseph Rose

Enter the Realm : I don't believe it. You all had an excuse before for not sending me E.T.R. high scores, but now it's out, I still haven't got any. SOMEONE must have the game... Does it employ a score system? Get to it then!

Enter the Realm : 173,460 – Andrew Thacker. That's better. I dunno, if you want a job done properly, you have to do it yourself.

BIAtetris : 20,340 - Colin Turnball, who reliably informs me that this was achieved "whilst trying to distract myself from the imminent arrival of exam results the following morning. This worked remarkably well, as I didn't notice the score until it was past 19,000 and the blocks were slowing down when I dropped them! I promptly panicked, and finished about 10 seconds later!"

SCORES

WHICH SPACE

By MAVRIK alias Kaustav Bhattacharya

A humungous hello and welcome to Which Space, the best Archimedes Elite column you're ever going to see so don't even bother to mention the Mad Hatter! O.K, so let's pop over to Lave, pick up our Cobras and get officially introduced to your commanding officer (that's me).

Name	Mavrik
Present System	Erlage (Santaari)
Hyperspace System	Atrienxe
Condition	Docked
Combat Rating	Poor
Status	Fugitive
Fuel	7 ly
Cash	2708.4 cr

Equipment	Front Military Laser
	Rear Beam Laser
	Left Pulse Laser
	Right Pulse Laser
	Energy Unit
	Docking Computer
	ECM System
	Large Cargo Bay
	Fuel Scoops

Well, now all the formalities are over let's get straight down to the mission. 'Should you wish to accept it Jim', the mission is for you, in every publication of the Club A3000 magazine, is to avidly turn to these pages and wonder, "Why oh why didn't I write an article on Elite and send it to Mavrik for all to see and also see my name in glorious technicolour (well back and white that is)?" Write in about anything on Arc Elite. For example, any weird things that you've encountered, your adventures to an Anarchy zone, how you blasted the hell out of some Thargoid in witch space and then realised you didn't have enough fuel to hyperspace back out to reality again, or your experiences on various missions you have executed successfully or unsuccessfully. The list goes on and on and on...

All those who bought Elite at the recent B.A.U show should, and I dearly hope you all are, totally and utterly and down right annoyed at Hybrid Technology for not issuing a ship identification chart. I've spotted well over 7 or 8 new ships and apparently if you shoot at some of these new craft your status goes straight to Fugitive.

O.K. Lets kick off with some hints and tips and then later on some of my experiences which will be elaborated upon in great details.

- For as long possible, at least until you get yourself an ECM system and a Front Beam Laser, try to avoid combat. Let me tell you, and this is no joke, if you

thought you were an Elite pilot on the original Beeb, you ain't seen nothing yet. Arc Elite is much harder, faster, trickier and an inexperienced hand on the Mous spells certain doom.

- If you're wondering why the manual always refers to the Mouse as the Mous, it's because 'Mous' means abbreviation of Motion Usher. It is suggested to use the Mous for flight control and Keyboard control for docking as it is impossible to roll or dive on Mous control but extremely tight manoeuvres can be performed using it.

- You will inevitably encounter many situations where you will witness a group of space vessels slugging it out amongst themselves. Without a beam laser or better and a ECM system it is not suggested that you interfere.

- If you encounter a large formation of Pirate craft, I have found that simply carrying on in the direction you are going will quickly out run many threatening vessels including Viper and Sidewinders.

- On encountering any Rock Hermits around asteroid fields, and if you have a Fuel Scoop, hang around close by. Wait until the Rock Hermits fragment the asteroids with their Mining lasers and then shifty move in and pick up the small pieces of asteroid floating about.



That rather trendy Elite logo was scanned in using the SpaceTech's scanner which links up to the Amstrad FX9600 AT Fax machine. Not bad, considering you get the equivalent of an A4 scanner and tractor feeder for £100.

- RentaDoc used at planets of Tech level 9 or higher, although some planets of Tech Level as low as 7 do offer it all be it for extortionate prices, is a very dodgy way of docking, especially at planets with Tech level of 9 or lower. It has failed to dock my craft successfully many time resulting in the total obliteration of my Cobra.

- If you have a clean or offender status, police Viper patrols of which there are many will often help you out when in combat situations.

- A very good way to increase your rating and to get some good combat practice is to follow closely a small group of police Vipers out into deep space and then help them out when they encounter a group of Pirates.

- Watch out for random adverts from various organisations such as FalFam or the Tri-Alliance. Accepting their mission may result in riches for reward, fame and recognition in the galaxy and very possible the total annihilation of your Cobra if you're not careful.



THE EXPERIENCE ZONE

In this section I shall feature as many people's encounters and stories on Elite as possible and my own experiences.

Only just recovering from a major battle against 3 large Viper patrols and one small group of Pirates, I approached and docked at Aronar (Santaari) near Tionisla and Lave. Upon docking I was presented with the following message:

INCOMING MESSAGE

Commander, good beings are seldom found in space. TS ComDirect lists you as one of this breed. We have need of your altruism in a very serious matter. Please proceed with haste to GalFam Head Quarters at Razaar (Santaari) for briefing.

MESSAGE ENDS

Arriving at Razaar, I was again presented with the following message:

INCOMING MESSAGE

Thank you for your time commander. The planet Xeaan is starving and may die out altogether if commanders such as yourself do not help. As you are aware, Ordima pioneered and sell the Genesis Capsule. Xeaan needs just one more. Each Capsule must land on the planet, where it will explode scattering it's ProtoMatter. Please proceed to Ordima where Groigans will give you the capsule. It takes up little room in your hold. Every moment wasted allows another child to die, please hurry...

GalFam.

MESSAGE ENDS

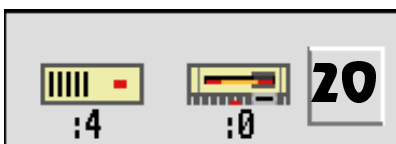
Swiftly moving onto Razaar I was told the following:

INCOMING MESSAGE

Commander, the capsule payment from GalFam was insufficient. To make up the short fall we have deducted 150cr from your credits. I am sure GalFam will recompensate you. Capsules should be jettisoned directly to the planet from a low altitude to prevent atmospheric burn-up. Hurry. Our sources indicate that Xeaan is browning.

MESSAGE ENDS

Switching to my cargo hold I saw that it said Genesis Capsule, (c) Ordima BioTech.



En route to Xeaan I had to stop off at Arexe. At this planet I got the message:

Commander, I hear you're helping out Xeaan for GalFam. Nice One!

Slave Traders: We are no longer prepared to accept specimens from Xeaan.

Finally at Xeaan I jettisoned the Genesis Capsule into low orbit around the planet. When I say low, I mean extra low as in bringing your altimeter down to nearly zero or else the capsule will burn-up. Docking at the space station around Xeaan I got the following message:

INCOMING MESSAGE

Commander, we can't thank you enough. The execution of that mission was without fault. Xeaan is a poor planet and can only offer you 500cr for your efforts. Your charitable actions will be a source of inspiration for future commanders.

The President of Xeaan.

MESSAGE ENDS

Wicked or what?!? Has anybody out there had any similar experiences? Send all material for Witch Space to the Ed. who will, with a bit of luck, pass it on to me.

Until next time, keep that trading illegal, always kill lone passers by and do your best to become a fugitive. It makes life a hell of a lot faster, dangerous and fun! Bye...

Competition

Remember what I said about not having a compo in this issue? Forget that. Once again the kindness in my heart has shone through and forced me to give out another game as a compo prize. What better game to give away than Enter the Realm? This of course has nothing at all to do with the fact that 4D kindly sent me 2 copies of it, it's just that I'm generous!

So what do you have to do to win this arcading/adventuring extravaganza? Usual stuff really, just send in a magnificently stupendous cracker of an article for all our Club members to read. The best one gets the prize. Mark Watts's page 6 article won our Chocks Away Compendium prize.

The un-official deadline for this compo is about the end of November/beginning of December. This doesn't stop you from writing in with articles after this deadline, it just means they will be entered into our next competition in the next edition (if we have one). There are a few articles in this issue that 'missed the Chocks Away Compendium deadline' so these will be considered in the Enter the Realm compo. Suitably confused? Good, now get writing!

Time Folks!

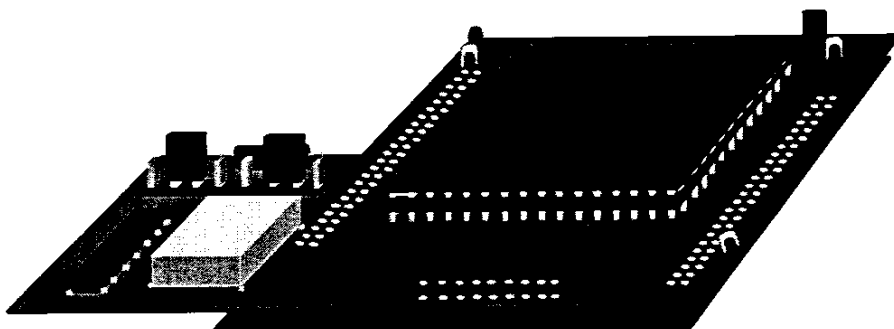
Many owners of A3000's will have been excited to read that several companies are starting to provide ARM3 boards for the A3000 at ever lower prices (as low as £199 ex VAT), especially following the announcement of the new A5000. Considering the construction of the A3000, most of us never expected an ARM3 to be available for it, but then again, Acorn originally said it was not possible to produce a 4Mb RAM upgrade for the A3000.

Technically, it is not easy to fit an ARM3 board to the A3000, because this means desoldering the old ARM2 chip, unlike on my A440/1, where I only had to unplug the old ARM2 chip and slot in the ARM3 board, 15 minutes of simple DIY. Upgrades for the A3000 are more involved, and so must be done by a qualified dealer, which generally costs about £35 on top of the price of the upgrade. Alternatively at least one company now offers to remove your ARM2 chip and fit a socket, so you can then choose from one of the many ARM3 boards available for the Archimedes.

All of the ARM3 upgrades currently available are rated at 25MHz, and the control software supplied is very similar, so you are free to shop around for the best prices. Do check exactly what you get for your money and make sure that you choose a reputable supplier, since this is one upgrade which must be performed correctly with the proper equipment.

Now that ARM3's are available for the A3000, owners of all RISC OS machines can benefit from the huge speed increases available, which will be of particular importance when RISC OS 3 becomes available. Seeing that they have dropped in price so much (and continue to do so), don't reject buying an ARM3 due to the expense. Have a go with one, and I am sure you will be impressed. Virtually all operations are much faster, especially for DTP work, and an ARM3 system is a delight to use. Now that the A5000 is supplied with an ARM3, and with the advent of RISC OS 3, can you afford to be left behind?

Simon Burrows



Confessions of an ARM 3 owner

Having updated my A310 to 2Mb about 18 months ago with the CJE micros board, and recently adding a further 2Mb, the next obvious step was to fit the ARM 3 processor. The only problem standing in the way was the price.

When a certain company just North of the Thames announced their ARM 3 at an amazing price of £199, I was seriously interested. After contacting CJE micros to see if the ARM 3 would fit, they advised me that their own ARM 3 had just been reduced from £399 to £199 so this was duly ordered with the MEMC1A which, if not already fitted, is required as well.

Two days later a small parcel with the necessary parts arrived, plus a professional extraction tool which CJE micros will loan for a modest £20 deposit (returnable after use).

I must compliment CJE micros on a simple but very clear User Manual and Fitting instructions. The actual job of removing the the necessary chips and replacing with the new was not only simple but took a mere 30 minutes to accomplish and can be undertaken with confidence by most users.

As for the difference in speed, particularly using Impression DTP, one can only say "remarkable".

Full marks to CJE micros on a fine product; well made and documented; that really does set my A310 up there in the front line with the best of them.

Chris Thacker

Now for something completely different: Colin Turnball of Circular Triangles can print out Postscript files for members at 300dpi for 10p per page. Return postage must be supplied. Write to 13 Woodhall Terrace, Juniper Green, Edinburgh, EH14 5BR.



THE PD SCENE

Welcome to the second Public Domain section written by the Data Stream for Club A3000. Since the last issue, absolutely tons and tons of brand new PD has hit our desk and practically broke it! I'll start the section by examining some of the best in the world of Archimedes demos :

The number one demo for this issue is called !Transmrtl. Yes, Risc Dream from Armaxess has been knocked off the number one slot (unlike Bryan Adams!!!) This new demo

was written only a few weeks ago and 'ArcEmpire' sent it to us at the BAU show in October. Actually, they live only a few miles away from us here in Nottingham. The demo will only run on a two meg machine and so it could be called a 'Power Demo' (See any Amiga PD library) Now then onto the demo... It features some of the best parallax stars that I have seen on the Arc - you'll have to run the demo to see what I mean. The demo then has some great 3D Solid vector graphics that actually animate and each side is subject to the light source above the picture. The whole demo runs with a great soundtrack and I can recommend it to everyone. If you don't have two meg then go get one!

Now onto the new BIA demos. I have the preview of their mega demo that should be released sometime in December (Christmas probably). The mega demo should feature about 6 parts of which I have two of them - one known as the Jelly demo and the other just called Big-Scroll. The former is a piece of jelly (vector filled blobby thingy). It is bounced around in a cube and is very effective. The latter is a demo that contains a VERY large green scrolly with some yellow balls that bounce in and around the text. It is also up to the BIA standard.

We also received the Arc Angel's megademo and this is extremely good. It has 7 parts and the loader is multi-tasking. To select the demo you want you have to control a man round a scrolling landscape until you get to the demo you want to load. I think this rates number two in our library now.

Tertis is an extremely good variation on the Tetris theme and is definitely the best version to date. Written by Sick (who run the rhubarbware scheme) it features 3D solids, superb graphics and SFX and is basically superb.

Also available is a complete clone of Arcanoid (found on the BBC, ST and Amiga) and is identical to the Arcade. It is very addictive and I challenge anyone to beat my high score.



We now stock Broken Arm music (this is music written by Daniel Wilson who also writes the Soundtracker tunes that the Serial Port sell.) and he has compiled a four disc shareware compilation. He is without doubt one of the top tune writers in the Archimedes PD scene at the moment.

Next time we will be covering games and soundtracker tunes but if you can't wait that long then order a catalogue from us (1 quid) and our discs only cost 90p to Club members. What are you waiting for? Stop reading, get that pen and paper out, go away! (Just couldn't resist getting a plug in there, could you guys? - Ed).

John Nicholas & Chris Dawson

Christmas Bonus

Steve Arnold from Acorn put together a charity disc at our April Club show. It consisted of masses of useful PD on it, ranging from excellent Draw utilities to an 'alternative desktop bleep', in fact the only thing missing from the bargain disk was a good demo. For some weird reason, Steve thinks that demos are a waste of time - we've got all types in our Club (only joking Steve). The disk included Vkiller to keep viruses at bay, and the whole disk was compressed, with ArcFS supplied to decompress it all. This complete give-away was available for a mere, (too-good-to-be-true, what's-the-hidden-catch-Steve) 40p. All the money went to charity.

Steve hopes to put together another charity disk for Christmas, which will no doubt include another mass of excellent PD. If you have any PD to contribute, especially festive PD ('Jingle Bells' sound samples, Santa-Claus desktop sillies etc.) then send them in to us.

digital Illusions

A new PD library (is there room for any more?) has been set up. It provides PD at 99p per disk, or 70p per disk if you supply the blank, formatted disk. They also offer free technical advice, and promise to process all PD orders sent to them within 3 days.

For more info contact:

Kaustav Bhattacharya
20 College Road,
Wembley,
Middlesex,
HA9 8RL

Tel: 081-904 5046 (after 4.30pm on weekdays and any-time during weekends).

FROM NOAH TO THE ARC

No, I can't say that I'm as old as Noah - but certainly my interest in Archimedes Computers arrived late in life. My first involvement was through my children some five years ago, using a 32k. BBC "B" with 32k of sideways RAM. I listened and watched with admiration at both their manual dexterity and apparent knowledge of the subject. I graduated with them from the cassette recorder era of playing 'shoot 'em up games' to the floppy disc drive, better games (Elite and Exile), and some more sophisticated pieces of serious software.

I found myself sitting at their desk at home, trying to master the intricacies of the programs they seemed to handle with consummate ease. Soon I found some real benefits to me - not only in a high degree of satisfaction from making something happen either on screen or through output to the printer, but also I found the ability to generate financial savings for both my company and for me personally.

Long ago now seem the days of the Mini - Office II, Fleet Street Editor and Wapping Editor. I was then achieving a passable level of letter and report writing, leaflet and poster design and print and even completion of my Tax Return schedules - quality was not always good, but the potential in creativity terms and personal satisfaction was enormous.

These then were the foundations for wanting to achieve something better, so what do I do now, move on to a PC compatible or stick with the new Acorn range of Archimedes computers? All the advice I was being given, pushed me towards a PC. But why should I change the habit of my computer experience lifetime (only about 3 years)? The A3000 was for me - upgraded to 2Mb, with a second floppy drive, I really believed that this was the ultimate. This truly was a new world.

Like everyone else I'm sure, I didn't read the Welcome Guide or the RISC OS User guide, I just gleaned what I thought I needed to know. This is fine to get started, but I still find myself looking through the manual when something goes amiss, and to this day I'm still learning. My first software purchase - well, really my first expensive mistake, was Acorn's Desk Top Publisher. At the time I thought this fine and struggled with it religiously for some eighteen months. Then the light dawned at the end of the tunnel and I spent a King's Ransom on Impression II (Sorry Acorn - but this is in a different class ('Here Here' says the Ed).

The first objective of my computing time now will always be to provide facilities and services for my

business. My area of concentration has therefore been in the activities surrounding DTP. I invested in Poster and FontFX together with the PD Application !DrawPlus - these form the basis of my DTP tools. I am now totally self-contained in this area and I'm pleased to say that the quality of my work has improved proportionately, to the professional standards and excellence, of the software now being used.

I have never managed the complexities of programming. Customising simple applications is just about my limit. But one of the pleasant things about the Arc today is the wealth of programming talent that is emerging all the time, with the seemingly never ending supply of PD and Shareware. Whilst I'm a great collector of PD (You get it, you swop it, but you certainly can't use it all) but some applications and utilities I now consider almost essential. Also, I have also been most impressed with the help received from the authors of PD, if you contact them with a problem. Not only do they go out of their way to help you they also send an upgrade of the application providing you send a blank disc and the necessary postage.

I truly expect many members of the Club A3000 see in this short piece many of the problems and situations they themselves experienced in their apprenticeship days of computerisation. How many times would I have welcomed the opportunity of being able to turn to someone for help and advice?

This was recently brought home to me at the recent BAU exhibition, when I heard (on the Club A3000 stand) two guys ask Rene for advice on how to format a disc. This can only be the tip of the iceberg, but where do they go for help? There must be an enormous resource pool out there, of people, not technical wizards, but people with practical experience. How do we harness that resource? Come on Club A3000 members, it's over to you.

Geoff Spreckley

HINTS 'N' TIPS

Mark Watts pointed out to me a handy !DrawPlus hint that I had previously overlooked. It effectively cuts out the need to use Computer Concept's !FontDraw (supplied with Impression), which converts outline text to draw-files (to enable the user to rotate text, apply a coloured outline etc.). Having created some normal text in !DrawPlus, select the line of text (1 line only, unfortunately) and in the 'specials' menu (not on the toolbox) you will see an option 'Text to Path', This will do the forementioned task. Pretty good, huh?

There are a good scattering of Tape Inlay programs for the Arc. Undoubtedly the best of the pick is the one that appeared on the RISC User Volume 3 Issue 9 magazine disc – but I'm only saying that because I know the author quite well.

Such programs allow you to either load up a saved tape inlay or to create a fresh one from scratch. There were always problems with these programs, two of which were graphical and printing limitations. There is a simple way to overcome these limitations – DTP. Most people have a good DTP package, such as Impression (Junior) or Ovation, which already cancels out the printing and graphical restrictions. As all DTP programs use the desktop printers, they will print out to the maximum resolution of your printer using outline fonts as opposed to the standard printer (yucky) font. Any graphics that you want to include at a later stage can be done so with the minimum of fuss.

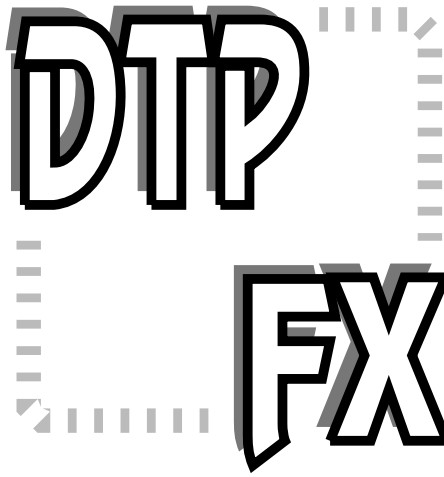
How flash you want your tape inlay is entirely up to you. I've done some pretty meaty ones that have lots of flaps that fold out (these can be used to show lyrics or piccies etc.) and have been set out exactly on the page so as to print both sides if desired (by feeding the paper through twice). For the purpose of this article, I will describe how to achieve a text-only inlay using the fonts that come with the package I will be using to produce the inlay, Impression 2.

To begin with, we need to create a few frames that will act as guidelines for cutting, as well as showing the inlay borders. Therefore open up a new document and create a frame of X and Y coordinates (2cm, 2cm) with a 10.2cm width and 9.75cm height. Because printers do not print right to the edge of the page, I have a 2cm offset from the top and left of the page. Then assign a thin line border around each side (in Impression, border number 1).

For the 'front panel' of the tape inlay, create another frame of coordinates (2cm, 8.75cm), width 10.2cm and 1.3cm height. Assign another thin line border (Impression border 1) to the top and bottom edges of this frame.

The next 2 frames are optional, and you should see whether you like them or not. They divide the 2 sides' content details up and divide up the header information from the contents details.

The first frame is at (7.1cm, 2.3cm) and has a 0.01cm width and a 6.15cm height. You should set the frame colour to black (this produces a thinner line than the thin border line). The second frame is at (2.3cm, 2.3cm) and has a 9.6cm width and 0.01cm height. Again the frame colour should be set to black.



Now on to the labels for the tape itself. Create 2 frames with thin line borders on all sides. The first frame has coordinates (2.8cm, 12.75cm) and a width of 8.6cm and a height of 1.5cm. The second frame is identical except that the Y coordinate is 15.25cm.

The next stage is to define some styles for our text. Our first style, the BaseStyle (surprisingly) should be Trinity.Medium at 9pt (10.8pt line spacing), left justified and nothing stupid added, like underline, space above paragraph 100pt or 25% aspect ratio etc. Keep space above and below paragraph to 0pt and the font aspect ratio 100%. Furthermore, remove ALL tabs and other gubbins that may be on the ruler. Impression will automatically assign return margins and the like the 0pt indented, which is what we want them to be.

Our second style will be called 'Header' and contains all the header information (the side and dolby info). The only attributes of the style that need to be set are the font size and line space, which should be set to 7pt and 14pt respectively. Remember to take off the 120% switch on the linespace.

To type in the tracks we need to create a transparent frame at (2.3cm, 2.05cm), width 4.7cm, height 6.65cm. Copy this frame to (7.35cm, 2.05cm). Select the header style and, in both frames, type, for example:

SIDE A DOLBY C SIDE B DOLBY C

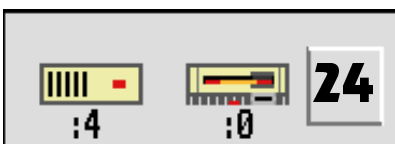
Then deselect the header style and type in the tracks in the Basestyle. You should be able to fit in 16 tracks.

For the main title, create a new style, 'Main Title', which used the 'Homerton.Bold' font and 12pt (15pt line space). Adding the text into the frame created for the title would produce the text on top of the line. There are a number of ways around this, the most obvious being to add horizontal and vertical insets to the frame. This is available in Impression 2, but I am not sure as to its availability in Junior or other DTP programs, so to get over the problem create another transparent frame at (2.3cm, 8.95cm) with width 9.6cm and height 1.0cm. Select the main title style and type in both album names and the name of the artist.

In the same style, type 'SIDE A: ' in front of the first title, and 'SIDE B: ' in front of the second. Highlight the words (one at a time) and apply the following effects to them:

- (1) Text Font: Homerton.Medium
- (2) Text Size: Condensed

The comments section at the bottom of the tape is made up by creating a transparent frame at (2.3cm, 10.2cm) and typing SIDE A: < 2 lines of comments > . The same goes for side B. To make the words 'SIDE A:' and B



stand out, you may like to apply an effect over these words, i.e. Text Font: Trinity.Bold.

2 transparent frames need to be created for the labels that are to be stuck onto the tape itself. The first one's position is (3cm, 13.3cm), width 8.2cm, height 0.5cm. The second one is the same, except for the height of 15.8cm. Copy the text (using CTRL C) from the main title strip on the main inlay template onto each of the separate strips. Note that there is less space on these separate strips for text.

Now save to disc, and hey presto, you have a tape inlay ready to print. All the hard work has now been done and you can use this inlay as a template for future inlays.

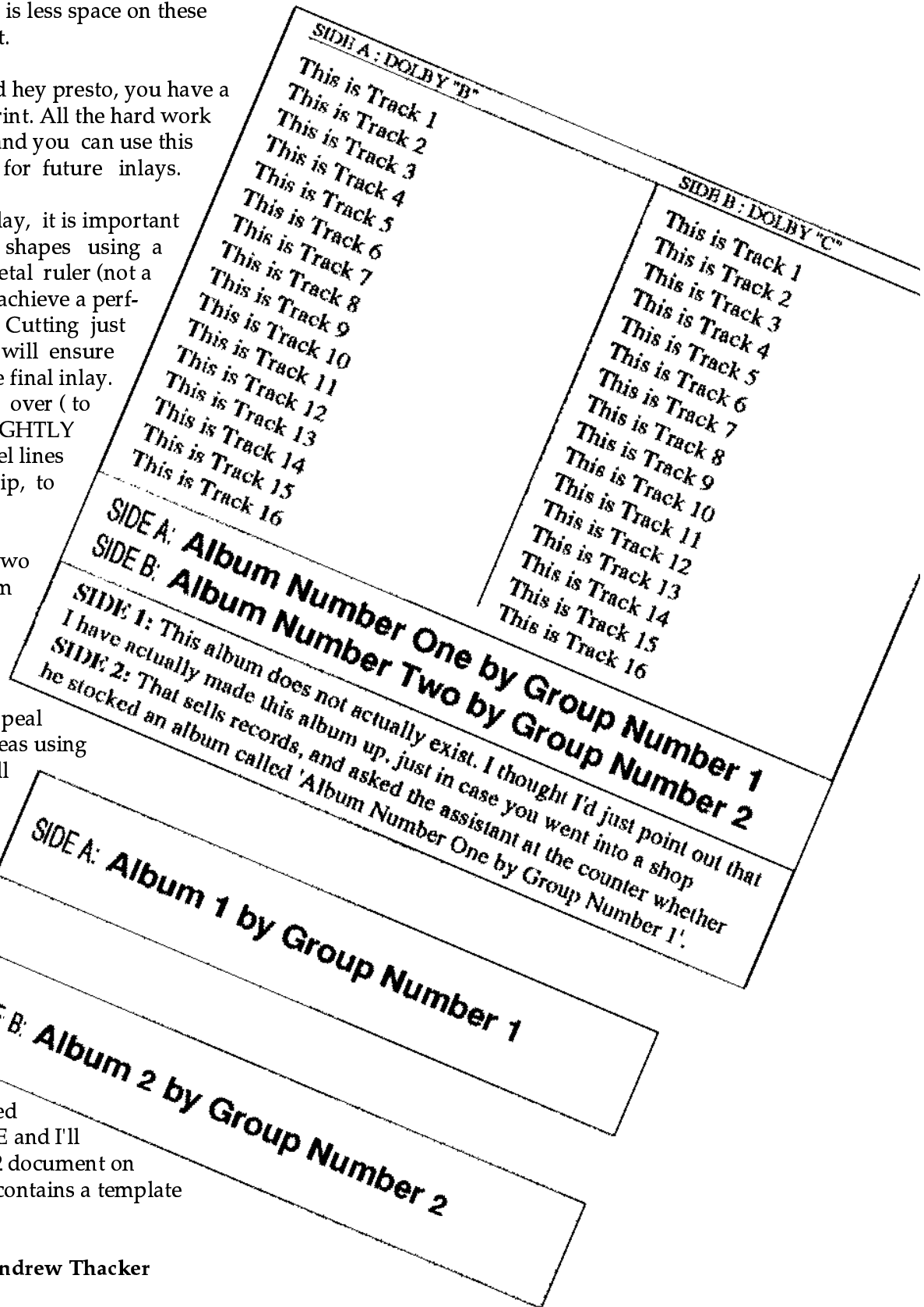
After printing the inlay, it is important to cut out the three shapes using a Stanley knife and metal ruler (not a pair of scissors) to achieve a perfectly straight line. Cutting just inside the black lines will ensure their absence from the final inlay. Finally turn the inlay over (to the blank side) and LIGHTLY score along the parallel lines of the main title strip, to ensure a crisp bend.

After cutting out the two tape strips, stick them on to the sides of the tape preferably using Spray Mount as opposed to Pritt Stick or the like. Pritt tends to peel off after a while whereas using Spray Mount will ensure a lasting bond.

For those who have difficulty in following all the instructions or if Impression does something funny, then you can send me a disc (blank's OK but better if it's wedged full of PD) and an SAE and I'll copy the Impression 2 document on to the disc for you. It contains a template of the inlay described.

Andrew Thacker

The screenshot pictured here is the inlay file (not actual size), scanned it at 200dpi (2 colour scan on my Dad's FaxScan). Higher resolutions are obviously achieved when printing, it's just that rotating a sprite tends to make it lose it's definition a tad!!



Letterbox

We're only including a petite letterbox this time, mainly because of the lack of letters! Actually, I've received a fair few, and there may be a lot more scattered around, but they just haven't filtered down to me yet. Still, please get writing to me with whatever it is you feel you have urgent need to share with other members, and I'll see what I can do. Please send all letters-to-the-editor to me as opposed to Rene.

Anyway, back to the cowshead, and we have received a letter from Colin Turnball of Circular Triangles, who inquires:

I would like to know if there are any other programmers interested in a suggestion made in Archive a few months ago. The basic idea was to have frames inset into windows, which are actually windows for other programs, but the data is held in the first program. As an example, imagine a graphics frame in Impression, holding a drawfile. !Draw could then be used to edit it, whilst it is still in Impression. It should be possible to accomplish this with various WIMP messages, although I foresee a problem with memory management.'

Yup I remember my PC loving friends rambling on about something like this, which is readily implemented in his PC desktop. I frequently get bombarded with 'my PC's better than your Arc' sessions, and I just have to live with the eternal jealousy that I could be the proud owner of a PC, fondling with the graphic delights of MS-DOS, and instead I got lumbered with a crusty Arc and the stone-age RISC-OS!

Computer Concepts' Impulse system goes some way towards this in that it attempts to make communication between packages (especially data transfer between software) as simple as possible, however I think your particular suggestion of actually being able to use one package from within another will take more programming than just a simple matter of bunging a few WIMP messages into, say, Impression. Anyone out there interested in having a bash at it?

Andrew Thacker

If you have anything interesting to say then write, in your best handwriting, to the Ed, who will do his best to discern what your letter is about, and will probably attach a suitable reply to the foot of it for inclusion in the next magazine.

This of course assumes that the letter does not read something like:

Dear Andrew,

I think you're completely un-funny and should go any bury yourself in the nearest swamp.



Noticeboard

CLASSIFIED ADVERTISEMENTS

4Mb RAM Upgrade for A3000. Beebug upgrade converts your 1Mb A3000 to 4Mb. Bargain at £100. Please phone Mr Nicholas Day on 081-317-0797 (Mobile 086-086-3108)

WANTED: Second Hand A5000 complete with monitor. Must be cheap. Please phone one of the editors!

(Yeah, bet we'll be flooded with offers (!!)) - the other Ed.)

DON'T FORGET: Just another reminder that the most important computer event of the decade, the third official Club A3000 open day, is taking place on Sunday 17th November from 10am-4pm at Mill Hill School, The Ridgeway, Mill Hill, London NW7. See you there!

VERSION NUMBERS

As current version numbers are never well publicised (they will always be out of date!), you may have software that is not up-to-date. Therefore I present below a list of commonly used PD software, with their most recent version number listed alongside. Please note that more recent versions may exist, but I believe the list is pretty much correct. You can get this software from DataStream PD. For the latest version numbers of commercial software, please check with individual companies, and ask about their upgrading procedures and conditions (there may be a charge).

!Alarm: Alarm clock	2.12
!Aidon: Multi-tasking free space indicator	1.16
!ArcFS: Program decompactor	0.44
!Coconiser: PD version of Tracker	1.32
!DrawPlus: Zillion times better than !Draw	2.03
!FontsPlus: Easy selection of outline fonts	2.14
!S/Tracker: Play SoundTrackers	4.05
!Translator: Image manipulation	6.76
!Vkiller: Kicks multiple virus butt	2.30

FINAL THOUGHTS

A year ago Geoff Potter invited us to the BAU Show, and its from then that we have not looked back. It's been very hard work, but a very pleasurable one. We were again invited to this year's show and had a tremendous support from the general public and those who manned the stall. I must say that the Data Stream attracted the crowd and kept the crowd very entertained with their PD Library. The members of the committee put in a lot of hard work during the 3 days.



Fatima Whitbread, Linford Christie along with Club A3000 founder Rene Barreto. We hope Club A3000 will be as successful as the Athletics Club

We have had the pleasure of recruiting some very famous people into our Club. As well as some famous names in computer circles, we are pleased that athletes Fatima Whitbread and Steve Backley joined, as did Fred Harris whose many TV series have done much to enhance the public's awareness of Acorn Machines.

I am very proud of what we have achieved through the efforts of our members, often putting the interest of the Club before their personal interests. As the Club grows the members will reap the benefits.

Discounts have been arranged (sorry that there are more definite offers from companies, but many offered us discounts at the show and we are chasing these offers up). We are also making arrangements for the holding of open days in various parts of United Kingdom and other parts of the world. If you are in apposition to organise such an event pleas write to me giving details in order for us to coordinate your efforts and give the event all the support and publicity.

As mentioned earlier, please help us to build this Club, it should not be a Club run by a few for the rest! We want the rest to share their knowledge with other members, giving a support level that Acorn's dealers cannot reach.

Bye till next time, and all the best!

Rene Barreto — the big cheese of Club A3000

Oh dear, once again we have come to the end of the magazine and I have a space which I have nothing to fill with. I think it's therefore in order for me to say a few 'thankyou's' to some people who have not been thanked so far, (or who need re-thinking) so here we go.

• Ok, to get the ball rolling, thanks to all the fellow organisers of the Club who continue to spend hours and hours of their precious drinking time doing something or other for the Club. Don't worry Ting, one day you will get your money back!

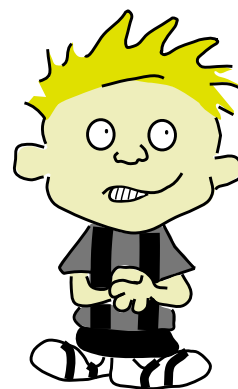
• Thanks to all those who were at the ready, printers in hand, when we were going to print out our last magazine. I know that I phoned a couple of people who said that they would do this. We didn't actually need your services after all as Computer Concepts came to the rescue with a printer for us. In all the rush, I forgot to phone you and say that we wouldn't need your printers. Sorry.

• A big thank you to Bruce Dixon, who will once again be letting the Club use Mill Hill School and all its computer department's computers. There's so much to organise and so many things that can go wrong, so it's quite amazing that Bruce and the Mill Hill crew seem to get it done so efficiently.

• A woppa thanks to my Dad whose computer is constantly used and abused by me, as are his stocks of toner, paper, phone (especially this) and anything else I can lay my hands on.

• Finally, thanks to all the companies who support the Club. For all those who offered us discounts at the show, please could you

WANTED



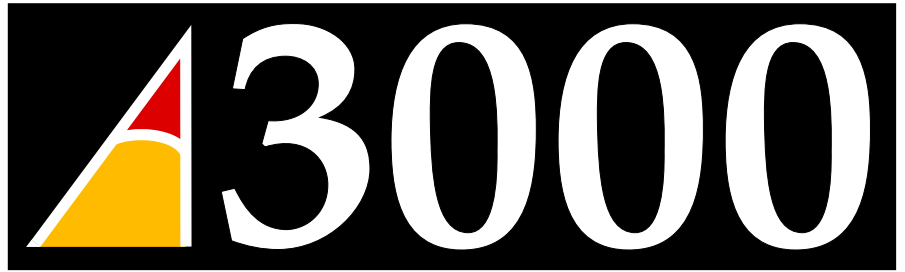
Anybody to do some WIMP programming for a hardware and software project. Needs Multi-Tasking front end. Payment on percentage of profits. Write to Club A3000 if you are interested.

verify this one with us so we can let all our members know? Thanks. Until next time, Andrew.

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club



The independent user group for all Acorn RISC machine users

I wish to enrol as a member of Club A3000: The Archimedes owners' Club

Name..... First Name(s)

Address.....

.....

..... Post Code..... Telephone Number

For the following questions, please tick as many of the boxes as are appropriate.

Which model Arc do you own? A3000 [] A5000 [] A310 [] A400 []

(For the above, please also indicate in the box how much memory your Arc has).

What are your Archimedes interests? Please tick as many as you like

Education [] Music [] Games [] Midi []
DTP [] Graphics [] WP [] Research []
Programming [] Databases [] Spreadsheets [] Other (specify) []

The Archimedes programs with which I am most familiar are:

.....

Extra hardware that I own and use are

Please tick the following as appropriate —

I would be prepared to offer some of my hardware for the purposes of Club members. Please indicate the service you would be prepared to offer (eg colour scanning at 50p per page if they include SAE).....

.....

I would like to be a contact for my area (and help organise Club events in my area and get in contact with members), []

I DO NOT want to be added to the Club A3000 members' list leaflet (see page 11). []

I enclose herewith a donation (minimum of £6) towards the Club. I understand that the Club does not make money in any way, and the donation is used to pay for administrative costs (such as postage, correspondence etc.). You may send a photocopy of this form if you wish to preserve the magazine.

Please sign here:

Please send the form to our Club A3000 membership secretary : Mark Watts, at 84C Boston Road, Croydon, Surrey, CR0 3EE.

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